

CFDM

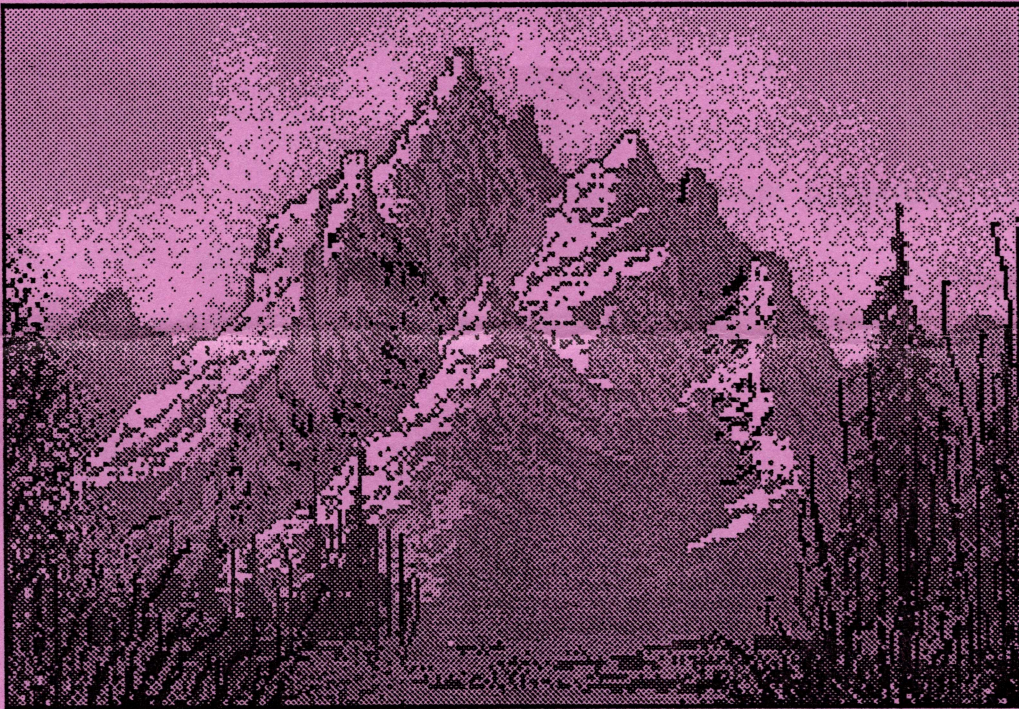
"Tetons" — Issue Number 28

HARDCOPY

COCO FRIENDS DISK MAGAZINE

DEVELOPED BY RICK'S COMPUTER ENTERPRISE

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Spring in the Grand Tetons

James J. Gibbons

Spring is a beautiful time of year and what better place to see this season of spring than in the Grand Teton National Park area of Wyoming. This picture is painted from the Grand Teton Mountains of Wyoming. This is a new state for which the picture is taken from this month. It was particularly hard to draw and paint and took several hours to do, but with enough patience, I finally achieved what I wanted to. This was a big challenge and it's off to more challenging pictures in the months ahead. See you next time.

..... Jim Gibbons



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PROGRAM DIRECTORY <issue 28>

Here's a description of the files on the PROGRAM/SIDE. File names preceded by an asterisk are data files and not to be RUN or EXECed!

NAME.....	COMMAND..	SECTION OR DESCRIPTION....
ASSEM5	.BAS..RUN...	ARTICLES OF THE MONTH
* ASSEM5	.TXT.....	DATA FILE FOR ASSEM5.BAS
* CLOWN	.NIB.....	ARTICLES OF THE MONTH
* CNFSDRGN	.NIB.....	ART GALLERY
* DISKMENU	.TXT.....	DOC FILE FOR M.BAS
DRAWPOKR	.CMP..RUN...	PROGRAMS OF THE MONTH
* DSJACKET	.CM3.....	PROGRAMS OF THE MONTH
* ELVIS	.SQS.....	SAMPLE SQUASH FILE
* L\$MAKER	.BIN.....	DATA FILE FOR LF3.BAS
LF3	.BAS..RUN...	PROGRAMS OF THE MONTH
* LF3 MAIN	.BAS.....	LOADED BY LF3.BAS
M	.BAS..RUN...	PROGRAMS OF THE MONTH
* NIBLOADR	.BIN.....	PIX LOADER UTILITY
NIBSHOW	.BAS..RUN...	NIB PICTURE VIEWER
* NOTHAW	.NIB.....	ART GALLERY
* OWLS	.NIB.....	ART GALLERY
* SMOKEY	.NIB.....	ART GALLERY
SQ\$MAKER	.BAS..RUN...	PROGRAMS OF THE MONTH
* SQ\$MAKER	.BIN.....	DATA FILE FOR SQ\$MAKER.BAS
SQSREADR	.BAS..RUN...	PROGRAMS OF THE MONTH
* SQSREADR	.BIN.....	DATA FILE FOR SQSREADR.BAS
STARS	.BAS..RUN...	POTPOURRI (MUSIC)
* STARS	.BIN.....	DATA FILE FOR STARS.BAS
* WATR FALL	.NIB.....	ART GALLERY [5]

CFDM HARDCOPY

a disk on paper

Issue #28, May 1994

"ABOUT CFDM"

Rick Cooper

COCO FRIENDS DISK MAGAZINE is dedicated to those who still enjoy running under RS DOS. It will deal with that format exclusively.

A primary goal is to keep the COCO community strong. By providing a unique means of communication, maybe old fires will be rekindled as you and I share our knowledge and experiences!

The success of this effort depends on each one who becomes a subscriber. Everyone must contribute his/her two cents in the form of articles, programs, opinions, experiences, etc. If this happens we will all look forward to the next issue. (Check out the manual with your starter kit for details on how to submit material.) Now let's have some fun!!!

ABOUT COCO FRIENDS DISK MAGAZINE

(C) 1991, 1992, 1993, 1994 RICK COOPER

COCO FRIENDS DISK MAGAZINE is the creation and property of Rick Cooper. It is distributed solely by RICK'S COMPUTER ENTERPRISE. The material which makes up each issue remains the property of the author(s) or contributor(s) unless an agreement has been made otherwise.



COCO FRIENDS DISK MAGAZINE is dedicated exclusively to those who enjoy the COCO3 operating under RS DOS. It is hoped that this publication will encourage the continued usage of our favorite computer.

Neither CFDM nor RICK'S COMPUTER ENTERPRISE will be responsible for the submission or publication of any material that does not belong to the submitter. WE DO NOT ADVOCATE OR SUPPORT PIRACY!

ABOUT HARDCOPY

CFDM HARDCOPY is excerpted from the disk version of CoCo Friends Disk Magazine, and published each month for Rick's COMPUTER ENTERPRISE, P.O.Box 276, Liberty, Kentucky 42539.

This edition of CFDM HARDCOPY was compiled and laser printed in May 1994 by computer, with the aid of ARTHUR S. HALLOCK, Route 1, Box 198HHH, Deming, New Mexico 88030.

Subscription to CFDM HARDCOPY is for 12 issues at \$30 postpaid in the U.S.A. (out of country friends please add \$6.) ALL SUBSCRIPTIONS WILL RUN FROM ISSUE #18 TO #29.

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on this subscription!**

**Be sure to send your renewal NOW
to avoid any lapse in your monthly
issues of CFDM HardCopy!**

**RICK'S COMPUTER ENTERPRISE
P.O.Box 276, Liberty, Kentucky 42539**

ACTIVE COCO

More Info on Op PATCH

Ray Berney

After a 2 hour talk on the phone with Dann McConnell and a 20 minute talk with Rick, I've decided to make available patches for sale; but ONLY after the contest is over AND if I have any patches left over.

I have 1 prototype patch which I contacted the supplier with the necessary corrections and have ordered 70 for the contest. I hope to get many correct responses. If I don't, I'll probably find out who the REAL talented or dedicated Friends are! So Enter! It only costs you 29 cents to enter!

Which is better than the price of a patch AFTER the contest!

Since the calculated weight of the patch, envelope, stamp, return label and ink total too close to 1 oz. all winners from Canada requires 63 cents postage; all winners from U.S.A. requires 52 cents postage; all winners from overseas requires \$1.34 postage.

So, the cost of each patch AFTER the contest, not before, not during, but after the contest is \$7.00.

This DOES NOT mean a big profit for me. I've given it a lot of thought on how much to charge. Of course this will only happen if I have any patches left. I may have to order more, who knows??



PHONE FEST II..ANOTHER SUCCESS!

RICK COOPER

On Saturday, April 2nd, Phone Fest II occurred. I must admit that we didn't get the 20% participation that we aimed for, but we did have about 25 callers! And that was enough to deem it another successfull event!

The auction was exciting with bids coming in hot and heavy the last few minutes. Bernard Churnetski took the OS9 package (Package #1) for \$32. Laura Boyce got the CoCo MAX package (Pk. #2) for \$35 and Joe Henderson outbid his competition for Package #3 by only 50 cents.

The two most popular auction packages were #4 and #5. The Disk Edtasm package went to William Astle of Canada for \$66. The library of CoCo books was won by Arnold Garlic for \$60. Thanks to all the bidders! You made this an exciting event and I hope

you'll get hours of enjoyment from the items in your packages.

We advertised only one doorprize but thanks to Jim Sternett (CoCo Trader) and Terry Simons (MI&CC) we ended up with three prizes. Terry donated a nice looking mouse and Laura Boyce won it. Jim Sternett found he had two copies of UNBELIEVABLE OFFER #2, so he donated one for a doorprize. Dan Maguire was the lucky winner. Thanks Jim and Terry for your support!

Our grand doorprize turned out to be grander than I had planned on. We advertised a NX Star-1040 Color Printer. Nancy Lowery was the winner. That turned out to be an even better prize! When I made the call to order the printer, I was informed that it had been discontinued. So...the most similar printer still in production was the STAR NX-2450. This printer is a 24-pin printer and I believe Nancy will be more than pleased with it!

Congratulations and thanks to all who made this a successful event. I believe you'll find that all who have participated in the two Phone Fests, will say, "It was certainly worthwhile!"

Let's plan on Phone Fest III in July or August!



Serial-to-Parallel Converters

Ray Berney

January 31, 1994

In the February 1994 "COMPUTER SHOPPER", I found several S-P converters, most very reasonably priced.

ComputerGear 1-800-234-3434
P.O.Box 7403 1-913-722-5150 ph.
Shawnee Mission, KS 66207 1-913-722-6738 fax

One Way Serial to Parallel Converter \$45.00

Logical Connection 1-800-238-9415
4660 Portland Road NE #108
Salem, OR 97305-1658

SPPS \$49.00

Oscar International 1-909-595-0339
20120 Paseo Del Prado #C
Walnut, CA 91789

2 Way Parallel/Serial Universal Converter \$49.00

Technologic Systems 1-513-644-2230
204 East Fourth Street
P.O.Box 721
Marysville, OH 43040

Serial to Parallel 512k Single User Buffer \$119.95

All these S-P converters do not have cables. You must make or get your own.



ADVERTISEMENTS

3RD ANNUAL "LAST" COCOFEST

GLENSIDE COLOR COMPUTER CLUB

*****NEWSRELEASE*****

Here are the 5 "W's"

- WHO? 1) The Glenside Color Computer Club of Illinois presents
WHAT? 2) The Third Annual "Last" Chicago CoCoFEST!
WHEN? 3) May 21st & 22nd, 1994
WHERE? 4) HOLIDAY INN ELGIN (A Holiday Indoor 345 W. River Road Recreation Center) Elgin, Illinois (A city block from I-90 & IL-31S) (Same great location as last year!)

Overnight room rate: \$52 (plus 10% tax)

Call 1-708-695-5000 for reservations. Be sure to ask for the "Glenside" or CoCoFEST!" rate.

> YOU MUST REGISTER UNDER COCOFEST TO GET THIS RATE<

- WHY? 5) A. To provide vendor support to the CoCo Community
B. To provide Community support to the CoCo Vendors
C. To provide educational support to new users
D. TO HAVE AN OUTRAGEOUSLY GOOD TIME!

HOW MUCH? 1) Admission: 15\$ at the door
2-day pass only; sorry no 1-day passes
Advance ticket sales: \$10 + SASE or \$10 + \$.50 p/h

Contact: George Schneeweiss, Treasurer
Glenside Color Computer Club
RR#2 Box 67
Forrest, IL 61741-9629

For general or exhibitor information, contact:
-Tony Podraza - Fest Chairman - 708-428-3576 (Voice)
or 708-428-0436 (BBS) or DELPHI - TONYPODRAZA
-Carl Boll, VP, GCCCI - 312-735-6087 (Voice)
or 312-735-3355 (BBS) or DELPHI - CBJ
-Brian Schubring, President, GCCCI - 708-529-3539 (Voice)
or DELPHI - THESCHU [E]

CFDM SUBSCRIPTION

RICK'S COMPUTER ENTERPRISE

Is your subscription running out? Here's how to check:

On your mailing label next to your name is a number. The number after the last dash (-) is the last issue on your present subscription. Please don't let your subscription expire.

WHEN YOU RESUBSCRIBE PLEASE INCLUDE YOUR ENTIRE SUBSCRIPTION NUMBER. THIS HELPS ME LOCATE YOU IN MY DATABASE!

A single issue of CFDM is \$6. Or get 3 issues for only \$16. A 6 issue subscription is only \$30 (a savings of 6\$). Back issues are available at the same rates. COCOs FOREVER!! [E]

For Sale - CFDM Patches

Ray Berney

On May 1, 1994, the Operation: PATCH contest ended.

The remaining patches are for sale. The cost for each one is \$7.00. I pay for all postage. Since the banks charge a fee for out-of-state checks, please use only a domestic or international postal money order. I'm writing this on a date earlier than May 1, so I don't have a remaining number of patches to quote. So, this offer will end without notice and without warning. All orders not filled WILL be fully refunded!

Address: Raymond Berney

(If you phone, Star Route 68 Box 880
call between Okanogan, WA 98840
7:30 & 9:30 P.M. 509-826-1435
Pacific time) [E]

GET YOUR HARDCOPY NOW!

RICK'S COMPUTER ENTERPRISE

As advertised via flyer last month, it will soon be time to renew your CFDM HARDCOPY subscription. With issue #30 a new subscription year begins. (And if you missed out on the first year you can get all 12 issues in July for \$25 (out-of-country Friends are asked to add \$4 s/h)).

The cost of HARDCOPY is only \$30 for 12 issues (out-of-country Friends please add \$6). All second year subscriptions will run from issue #30 to #41.

The editor for HARDCOPY is Arthur Hallock. He's done a magnificent job of improving on each issue. Art has agreed to do HARDCOPY "for as long as he can". Thanks Arthur for your commitment to a great product and companion for CFDM!!

If you've wanted to subscribe but just "never got around to it", let me encourage you to do so. I've explained to Arthur that I'm actually losing money on HARDCOPY, but I'm so high on it that I'm willing to take the loss (at least for now)!

So get on board....get your subscription to CFDM on paper...that's CFDM HARDCOPY!! [E]

THE COCO II EMULATOR FOR THE PC

RICK'S COMPUTER ENTERPRISE

I encourage all CFDM Friends to support this product whether thru purchasing the emulator or by sending your words of encouragement to the author. Your support in either or both could be most vital to the continuing livelihood of our beloved CoCo!

If you would like a copy of the CoCo II Emulator by Jeff Vavasour, send \$5 to:

RICK'S COMPUTER ENTERPRISE
P.O. Box 276
Liberty, KY. 42539

PLEASE TELL ALL OF YOUR FRIENDS WHO OWN
PC'S

ABOUT THIS PRODUCT!!

If you do not have access to a PC, you can still show your support by writing words of encouragement to the author of the CoCo II Emulator. Here's his address:


Jeff Vavasour
c/o Department of Physics
University of British Columbia
Vancouver, B.C.
Canada V6T 1Z1

The price of a postcard is a small investment for the potential payoff. DON'T HESITATE...DO IT NOW!

On the next page is a sample postcard that could be very helpful in making a CoCo III Emulator a reality for us.

Dear Jeff,

I've read of your CoCo II Emulator in COCO FRIEND'S DISK MAGAZINE. I believe a CoCo III Emulator would be widely received and I want to encourage you to make this project a reality. Thousands of CoCoists were very disappointed when TANDY discontinued this "last true home computer". Many of us are still actively using our CoCo IIIs and are supporting a number of organizations and publications which have kept the spirit alive.

Please send me information of any further developments. Good luck in your work on the CoCo III emulator. 

THE COCO TRADER

JAMES STERNETT

The COCO TRADER is a newsletter for buyers, sellers, and traders of any COLOR COMPUTER related items. For \$2.50 you can list any items you have for sale or trade, and any items that you may be looking for. You may use up to 1/8 of a page per listing. It is \$2.00 more for each additional 1/8 of a page.

Please include your name, address, and phone number (which will not be listed unless you ask for it to be).


Since TANDY has dropped the COLOR COMPUTER and since the demise of The RAINBOW, it is hard to find a lot of the items that you may be looking for...so the COCO TRADER will be a place to find them.

The COCO TRADER is a bi-monthly. The subscription rate is \$6 for one year.

Let us list your CoCo items that you no longer have use for and in so doing maybe get some different ones back.

Send ads and/or subscriptions to:

James Sternett
2861 Easy Street
Sevierville, TN 37862

For more information PLEASE call:
615 428-1220 (after 5:00 pm) 

The "UPGRADE" Disk Magazine

TERRY SIMONS

Looking for good CoCo Support?

Look to the:

"UPGRADE" Disk Magazine!

From: "Mid Iowa & Country CoCo"

Now in it's eighth year!


Three as a national Disk magazine.

With the UPGRADE National Disk magazine, we've grown to be one of the largest CoCo outreaches! I can say that firmly by the response from over 200 members in over 40 states and 5 provinces of Canada; with others in Australia & England, we expect to be around for a long, long time.

The "UPGRADE" Disk Magazine:

- Does not support OSK or computers not compatible to CoCo. That we leave to those more qualified.
- Not hard copy, but can be dumped to your printer.
- Displays first rate 16 color H2 graphics, with articles.
- Does keep you informed with news from around the country. Including ads and recommendations of better dealers.
- Does have OS-9 articles concerning the CoCo. We've just started an excellent level II tutorial series
- Does have Basic program technique articles and tutorials.
- Does carry a full variety of indepth articles and reviews.
- Recently added "Marty's Memos" column by Marty Goodman!
- We carry tips on where to buy CoCo hardware.
- Software is available thru our library. (\$3/disk.)

Join the largest CoCo reach out. Join those who write "Here's my renewal, I don't want to miss an issue"! Just \$16 keeps you in touch with the CoCo community.


Your subscription includes: 1 year membership in MI&CC and UPGRADE Disk magazine subscription.
Requires: 128K CC3, 1 drive, RGB or TV
\$16 US \$21 Canada \$31 Foreign Air
Say "I say it in CFDM" and receive a surprise bonus disk. Mid Iowa & Country CoCo (non-profit)
Terry Simons Editor/Treasurer
1328 48th Des Moines, IA 50311
(Include your phone & system information) 

ARTICLES OF THE MONTH

6809 ASSEMBLY PROGRAMMING PT5

WILLIAM ASTLE

This part and the next will be rather dry since they provide mostly raw information. The next two articles provide the rest of the background you need to have a reasonable knowledge of assembly language programming. RUN "ASSEM5" for this month's text.

William Astle
5612 43 St Cls
Olds, Alberta, Canada
T4H 1C3 

ARTS & CRAFTS

Jim Mills

This article has to do with the picture file called CLOWN. The picture was digitized from videotape using the Digi-Scan video digitizer (I intend to write a review of this hardware/software sold by Nick Marentes when I get a bit more proficient with it); and then I touched up the picture a little with CoCoMax III.

The clown was constructed by my parents using head, hands, and shoes purchased at a local arts & crafts shop. Then Dad made a frame for the body of the clown using regular wire and a pair of pliers. Mom then made a whole bunch of "pom-poms" out of yarn and tied them to the wire frame.


This particular clown is fairly big, about 20" from hat to shoes. I was surprised how heavy it was. There must be enough yarn in it for a full-sized afghan. Mom has also started a couple of these using smaller versions of the heads, hands, and shoes. She says it is a good way to use up leftover yarn from previous projects, which is good; because she always has some sort of project in progress, resulting in a lot of partially unused skeins of yarn.

That brings me to the point of this article. There must be a lot of subscribers who like to dabble in arts & crafts, or have family

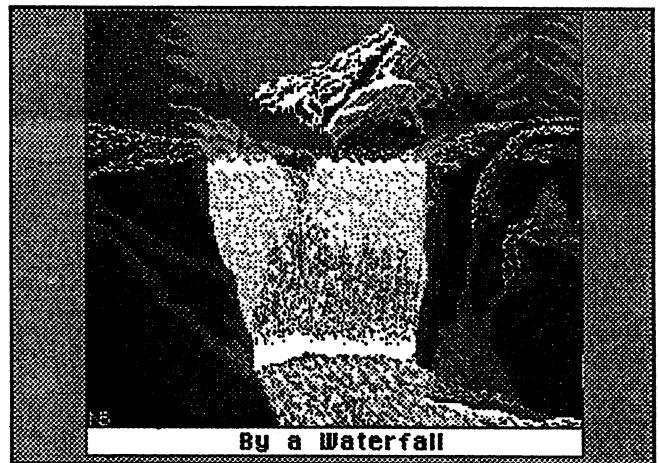
members who like to do so. Perhaps this will inspire some to tell the rest of us about their projects— a sharing and exchange of ideas.

When I told Mom I would like to write an article about the clown, she was all for it, especially the part about sharing and exchanging ideas. So, if anyone would like to exchange ideas with Mom & Dad for projects (Dad makes a lot of stuff out of lumber on a Shopsmith), here's the address:

Mr. & Mrs. Ben Mills
618 E. 7th St.
Muscatine, IA 52761
phone: (319) 263-7622

Mom & Dad are retired (also known as footloose and fancy-free); so the best time to get ahold of them by phone is in the morning. 


COCO FRIENDS ART GALLERY



BY A WATERFALL

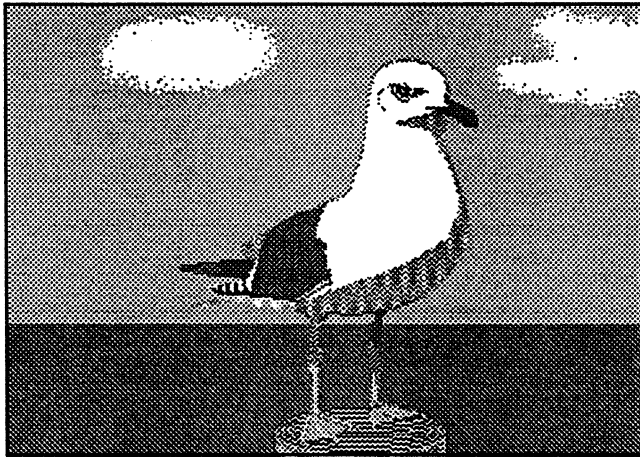
Norm Barson

With all the ice storms we've had this last week (January, '94), it seemed like a good idea to do a picture containing water — but in the LIQUID form. WATERFALL is the result. While it may look complex, it was pretty straightforward. I managed to complete it in about a day and a half.

As with all my later pictures, I tried to make this one suitable for conversion into Rick's Puzzle. According to Puzzle Guru, Godfrey Moll, you can only use one color (other than white) in palette slots 12, 13, 14, and 15. Through sheer procrastination, it was only recently that I tried making a puzzle out of some of my pictures. WATERFALL will work, as will my last one, MUSTANG. So, for you Puzzle fans, have fun! 

CALIFORNIA GULL

— Ray Berney <g>

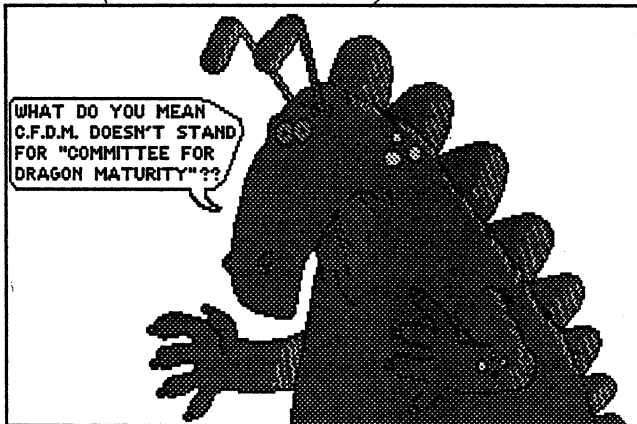


Entry for Dragon Thaw

Ray Berney

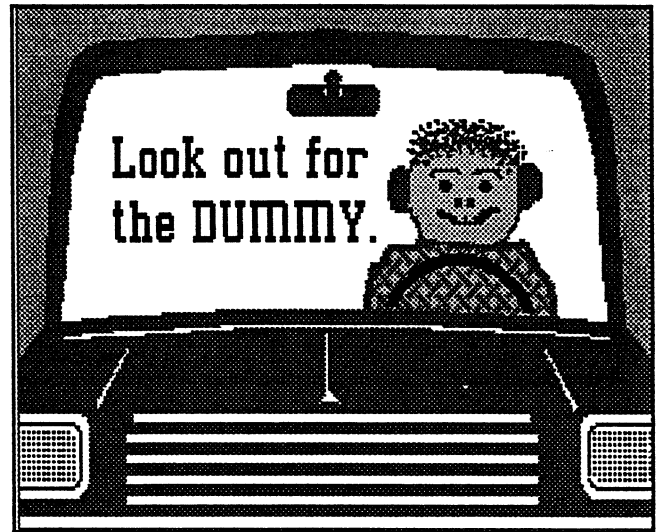
I found this picture of a cartoon dragon in an old "Popular Electronics" ad. After modifying it a bit, adding a little color and a caption, here is the result.

(FILE "CNFSDRGN.NIB")



FUNNIES

FROM HAROLD MOENICH <g>



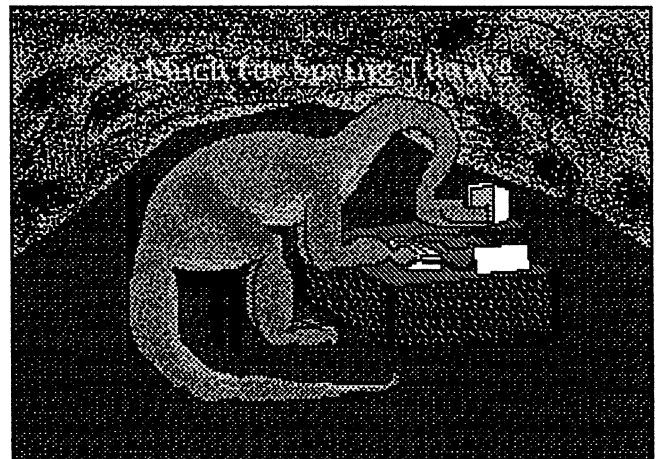
No Thaw

Magpye and Hugo

As a transplant from New York to Florida, I find that most of the winters are already thawed out. We do have a few days of cold weather, maybe even a frost now and then, but it ain't like it used to be.

But, NoThaw offers an excuse for a late thaw.

Sometimes it's a matter of priorities, as many cold nights and many cold dinners can attest.



Experiment in graphics compression

Elvis (stamp) to the left, is on the program side of the disk, and saved in an SQS format (or squash compression.)

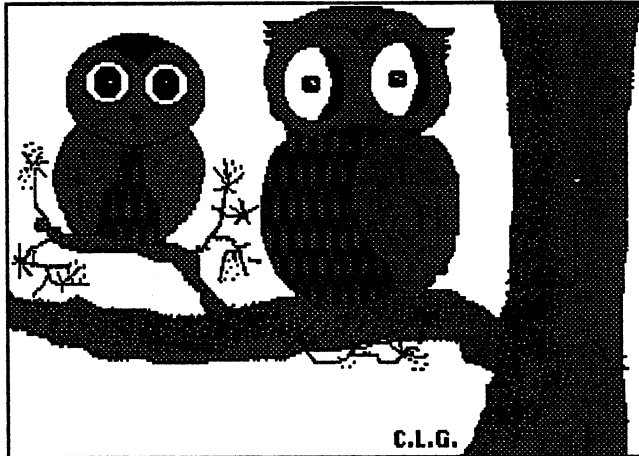
(See articles by Stuart W-G on page 16.)

OWLS

CHARLES L. GIBSON

The parent owl and owlet are a part of a scene I used to make lath art out of wood. I thought they made a fit subject for graphics. They are of course not meant to be a certain kind of owl but rather a caricature picture.

Charles L. Gibson



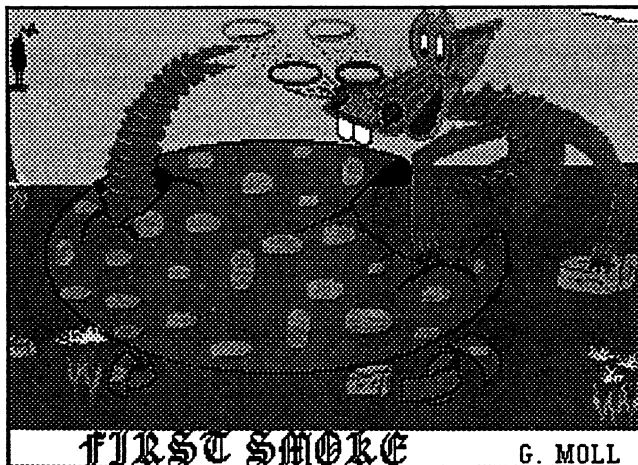
SMOKEY THE DRAGON

GODFREY J. MOLL

SMOKEY the Dragon is my submission for the DRAGON THAW PROJECT — I guess that RICK needs the extra heat to melt the unexpected SNOW of WINTER 94 and also to keep us on our toes.

This was done using CoCoMaxIII — still my favorite Drawing Program. I really haven't had the time to evaluate all of the other Drawing Programs that I have — maybe some day?? I'm looking forward to ISSUE #27!

Godfrey Moll
1571 East Erie Apt 103
Springfield, MO 65804



FAMILY TREE

A CFDM Family Tree Entry??

Silent Majority of CFDM Friends



Notice how bare this tree is. It's like the CFDM Family Tree. Where are all the Friends??? Send in your Family Tree entry to Rick. Over half of you have not done this yet. You have no reason not to. Rick already has your address, all you need to do is to send in a small entry about yourself.

Here is a VERY small list that should not offend anyone:

1. Age
2. Marrital Status
3. Types of CoCo software you like
4. CoCo System setup
5. Hobbies outside CoCo & CFDM
6. Work:Current or Retired from
7. What you like to read in CFDM
8. Who'd you like to talk to in CFDM

(Is this too much to ask?)



Family Tree

John A. Lombardo

Hello to all CFDM friends. My family and I are new to CFDM but have found a neat monthly get together for CoCo owners. We live in Buffalo, New York. My wife Laura and our two children have had a CoCo for many years and have used it for everything from our children's homework projects to keeping track of medical expenses. The CoCo literally has become indispensable as an everyday tool around the house.

I am currently 42 years young and am looking forward to another 42 to come. I am an Air Force veteran from the Vietnam Era. I worked for 10 years with the Veteran's Administration Hospital here in Buffalo. I changed careers at age 34 and am now a criminal investigator for the State of New York.

My hobbies in addition to the CoCo are many and varied. Football (The Bills-of COURSE!!), I play a twelve string guitar, gardening, reading, aquariums (Being a Pisces this is only natural) and am an active member of a local rod and gun club.

One interest I have had for many years is the work being done in the field of Ufology-or study of Unidentified Flying Objects. For many years I was the State Section Director for MUFON in western N.Y.

Anyway, back to the CoCo. Many nights, when we first received our new CoCo, me and the wife sat up to all hours of the night, typing in programs and then saving them to tape. We now have 2 CoCo 3's, 2 double sided floppy drives, 1 80 MEG hardrive, a DMP 106 printer, 2400 baud modem, mouse and a CCR-81 tape recorder. For many years I was Vice President of the Erie County Color Computer Club here in Buffalo. I no longer hold that position due to far too many obligations. Well, there's not much else to say, but keep up the good work Rick-and thanks for CFDM!!!!

Spencer Family Tree

Garry Wesley Spencer

Hi, all you CoCo Nuts! I was born in Milwaukee, Wisconsin in 1932. My folks moved to Detroit when I was two, but returned to Milwaukee during WW2. My life in Michigan was interrupted for two years at the end of the Korean "Police Action" by guided tours of Fort Chaffee, Fort Sill, and Fort Richardson.

I moved to Florida in 1968 and live in Tampa with my wife, Diane. We have six children, and fifteen grandchildren in Michigan. Diane has been disabled since 1976, as the result of being over radiated for cancer.

I worked for the Aerospace and Defense division of Honeywell as an electronic test technician and engineering aid untill four years ago. At that time defense was downsized and the operation was moved to Mexico.

The 6800 and the more advanced 6809 are favored CPUs in military and industrial microprocessor controlled equipment. There is a 6809 in the Space Shuttle. So it was natural that when I found Tandy was working with Motorola to develop a home computer, I started to bug my local Radio Shack.

When they announced the TRS-80 Color Computer I was delighted, and ran down to order a 64 K machine with two disk drives, color monitor, and printer. The salesman said there was no such thing & tried to sell me a Model One. They later admitted they had a 16K CoCo & more to come. I compromised and ordered

a 32K extended basic, dual disk drives, tape recorder, color T V monitor, lineprinter VIII, and software. Delivery was delayed. My CoCo was the only disk dr. system in the state & was held for a computer show.

Today, thirteen years later, Diane is still using that system. (upgraded to 64 K, double sided drives, monitor driver, amber screen monitor, serial to parallel printer buffer, running A-DOS.) My system is a 512 K CoCo III, Multi - Pac, two double sided drives, Speech/Sound Pac, Orchestra 90, RS 232 Pac, Hardware Clock, RGB Monitor, Green Mountain Micro E-PROM Burner, 64K serial/parallel print buffer, speed indicating pilot lights, & running Extended A-DOS III. My library includes all the Rainbows, two years of Chromasette, Color Computer News, Hot CoCo, some issues of Color Computer Magazine and Under Color. I have a few 80 Micro & most T&D disks

-Favorite programs are CoCc Max 3 & Telewriter 64.

Garry W. Spencer 909 E. 26th Ave.

Tampa, Fl. 33605-1749 -eof



MUSIC IS FOREVER

VINCENT CARDILLO JR.

I live in a small town in northwest New Jersey called Lincoln Park, about 6 miles west of Paterson. I moved here 10 years ago along with my two sons, Robert, 17, and Michael, 14. I am 56 years old. I drive for the N. Y. Times.

Following my wife's death in 1983 (from cancer), I started an organization called the 'Joanne Marie Cardillo Memorial Fund for Music Therapy'. We raise money for a scholarship given to a music therapy student at Temple University in Philadelphia, PA.

We also give music awards to several local high schools and elementary schools. We (some friends and neighbors) have made this a life commitment.

As far as my computer is concerned, I have a CoCo3 128K, FD-502 single disk drive, RGB CM-8 monitor, TRS-80 cassette recorder, and a DMP-133 printer. The main use for my CoCo is for the memorial fund. We do all our financial reports, meeting minutes, mailing lists, sales lists, and much more for our cause.

I have always looked for a good program to put out a small newsletter. I did purchase one called 'NEWSPAPER PLUS', but it gave me a lot of trouble. I have tried it over and over again, but to no avail.

If anyone can help me with any information on good programs to use in conjunction with our charity work, I would be more than grateful. Here is my name and address:

Vincent Cardillo Jr.
63 Foothill Drive
Lincoln Park, N.J. 07035
(201) 694-3129

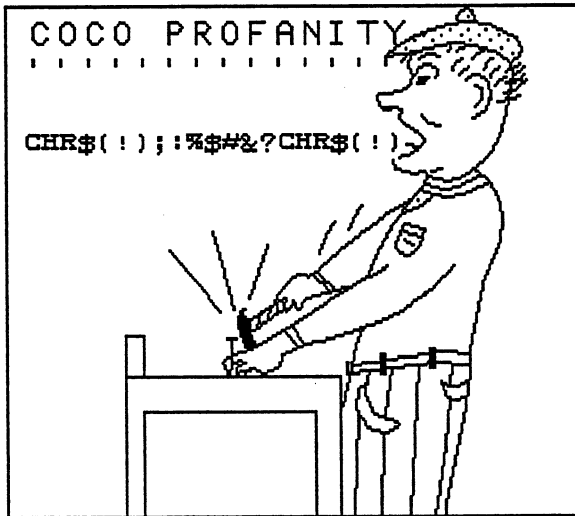
*** I think that CFDM is very well put together and I intend to renew my subscription ***



FORUM

#?!(#% in CFDM

by McNeil <g>



FAVORITE/MOST POPULAR SOFTWARE

Perry Friesen

Reply to Jim Bennett:

My top five programs are as follows,

1. Max-10
2. CoCo-Max III
3. CFDM
4. GrafExpress
5. CoCo Tools (Cercomp)

< CoCo's Forever! >



Listings, Anyone?

At the onset of the second year of HardCopy, the editors have been toying with the idea of perhaps listing some programs within these pages for instructional purposes.

Typing listings is still one of the best methods of learning to program, and since the listing is ever present, the art of debugging can also be perfected. Then too, it is usually found to be a good form of relaxation, winding down from a busy day.

We are willing, but would like to know how other friends feel about it. Please take a few minutes of your hobby time to drop us a card or note and let us know.

My Most Used Software

Ray Berney

Since someone else started it, I guess I'll list my most useful and used software on the CoCo 3:

- | | | |
|---------------------|--------|---|
| For graphics | —————> | CoCoMax III |
| For word processing | —————> | TW-128 &
VIP Speller 1.1 |
| For Spreadsheet | —————> | DYNACALC ver 5.2
(RSDOS) |
| For easy games | —————> | Anybody I can get hold
of! |
| For medium games | —————> | I program them myself! |
| For hard games | —————> | Only the most talented
CoCo 3 programmers! ☹ |

THE NEXT COCO..WHAT COULD BE!

RICK COOPER

After seeing Jeff Vavasour's CoCo II Emulator in action on my 486, my mind began to search the possibilities.

When and if the proposed CoCo III Emulator becomes a reality, I foresee many, many former CoCoists returning to the CoCo Community. Curiosity will be the main factor in their return. That and the fact that they will be able to once again use their large collection of CoCo software (it's been sitting in their closets). Also, they will once again be able to open their long-closed personal files, created just a short time ago on their beloved CoCos. And they'll return to an environment which is friendly to their programming talents.

Once again small CoCo businesses will flourish as programmers will once again find a market for their programs.

Who knows, maybe RAINBOW or something like it will also find a market big enough to support a "real" magazine!

This is only the tip of the iceberg. Now imagine this:

If the CoCo III Emulator becomes a reality, what's to keep the apparent ability of Jeff Vavasour from adding enhancements to the emulator's ROM. In fact there's plenty of room for such enhancements as accessing unlimited memory in a PC machine, accessing many virtual disk drives on the PC hard drive (or the hard drive itself), increasing the number of graphic screens by adding even higher resolution screens with thousands of available colors and many more palettes, and importing and exporting PC and CoCo files thereby making the two environments somewhat compatible. (With the CoCo II Emulator, I am already able to write BASIC and assembly language programs on the emulator. I can then move them back to the CoCo and run them.)

Hardware possibilities: accessing the many hardware peripherals available to the PC and not having to worry about our CoCos breaking down...for good!
(See my review in REVIEWS, an ad in ADVERTISEMENTS, and PLEASE SUPPORT THIS PROJECT!) ☹

FROM THE EDITOR

FROM RICK

RICK COOPER

It's a beautiful day here in Liberty, Kentucky! I've just returned from a break outside. There's a white dogwood in my backyard and a pink one in my front. Both started blooming this last week and they do look beautiful!

But me, well I'm inside and trying to get this issue finished. It's been busy with school duties and such! I really should have had this issue under wraps a few days ago. I hope my rushing won't cause any serious problems in the issue!

As you can see from my comments in other sections of this issue, I'm very excited about the prospects of a CoCO III Emulator. I cannot find words to tell you how much this could do for the community. Even for those who do not have nor ever intend to have a PC, this product could have positive effects. It could lead to the production of new software once again! It would certainly take the worry out of replacing a dead CoCo and not being able to find a replacement. And it would surely bring many of our old Friends back to our family. (More than a few who have left have told me the only reason they sold out was because they didn't have room for two computer systems. Others have written or called and said they missed the CoCo.) In summary, I urge everyone to show support for this project.

Lastly, we are again in need of Family Tree entries, neat programs, articles, forums, and reviews. If you have anything to offer, please send them in.

The promise of the Spirit

And it shall come to pass afterward, that I will pour out my spirit upon all flesh; and your sons and your daughters shall prophesy, your old men shall dream dreams, your young men shall see visions+

And also upon the servants and upon the handmaids in those days will I pour out my spirit. - Joel 2:28, 29 ☐

IS IT MARCH & APRIL?..YES!

RICK COOPER

In the KUDOS for issue #26 there was a contest. The screen showed a box with a lion and a lamb. A second box had a picture of a dragon. The caption asked "What do these two pictures

mean?" The deadline for responses was April 15th.

I received two responses to this contest. The winner was Roberta Sowell of Osage, Kansas. Her postcard reply was a simple..."Is it March & April?" That is the correct response. The lion and lamb represent the old saying, "March comes in like a lion and goes out like a lamb." The dragon represented April or the April issue of CFDM which was the long awaited "DRAGON THAW" issue. Congratulations to Roberta. She will receive a package of 10 flippies.

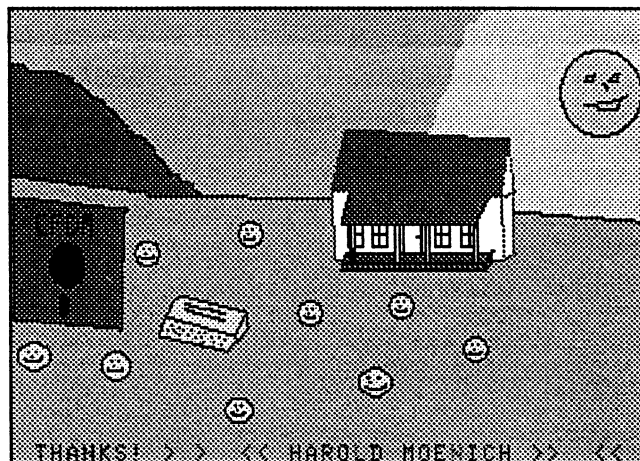
The second response was from Perry Friesen of High Level, Alberta, Canada. Perry's answer was very interesting and logical when you consider our backgrounds. Perry is the pastor of a church in High Level. His response was:

The lion and the lamb represent the 1000 year reign of Christ on earth (Isa. 65:25) and the dragon represents Satan who is bound at this time.

Thanks Roberta and Perry for your participation!! ☐

MY OLD KENTUCKY COCO

(KUDOS <g>)



Thanks Friends!

Larry Bryant

Hi Friends,

Well Rick I FINALLY am getting around to writing even though maybe a few days or months late. I just want to say THANKS to you and the many other CoCo friends who have helped me in various ways. Many of you may wonder how you have, but you have thru your submissions to CFDM and some of the other fine CoCo magazines. I want to give special THANKS to a couple of guys who helped me more on a personal level, that being Author

Hallock who transferred a book my oldest daughter had written on a PC to Basic and to Terry Simons who helped me with a problem I was having with a particular program. Keep up the good work. CFDM is looking GREAT.

Larry Bryant
5905 Mc Carty
Farmington, NM 87402



extremely challenging, some are relatively hard and of course some are to easy to replay more than a few times. I would like to try your versions on the COCO because I do like the game and am always looking for variations.

Herb Forger 88 Dry Hill Rd Norwalk, Ct 06851-3127
Tel: (203) 847-4282



LETTERS TO THE EDITOR

"ONE MOMENT PLEASE"

GODFREY J. MOLL

RICK — I've had HOURS of FUN trying to WIN at your MINESWEEPER Game from ISSUE #25!!!

I have seen "ONE MOMENT PLEASE" on my CoCo many many, many times!!! I guess I'm just not cut out to be a MINESWEEPER Captain! I have won a TOTAL of 3 times after many hours of PLAY & FUN.

The first time I won was 10 minutes AFTER bed-time! Hard to stop trying — a real FUN game!

MANY thanks to YOU — don't know where you find the time to do all of the GREAT things that you do.

I guess with my tri-focals I have not been able to SEE the pictures in the STEREOGRAMS — I'll keep trying!

Keep up the GOOD WORK — WE enjoy it!
Godfrey

RICK: Thanks for the feedback Godfrey! As my Mom Cooper used to say, "I'm tickled that you enjoyed the programs." I'd sure love to hear from those of you who were able to see the Stereo-grams in issue #26.



An order for H. Allen Curtis

Herb Forger

Allen, I had seen your advertisement for Patience Pair (a pair of Solitaire games) while going through past issues of CFDM. That was a big order since I only came aboard with issue #14. Since then I saw your subsequent ads for PP#2, #3 and #4 and decided to get them all. However as I was getting ready to write to you and place my order, CFDM issue 23 arrived and offered PP#5. So now **the time has come to get my act together.** Therefore my check is enclosed for Patience Pair as well as PP#2 through PP#5.

I also have a program called "Solitaire's Journey" for my IBM clone which has 105 variations of the Solitaire game. Some are

CFDM is better all the time!

Dave Otis

CFDM is getting better all the time! Please renew my subscrip-tion.

I particularly enjoy Herb Schuler's MUSIC3+ music transcrip-tions (also Roy Atkins, Charles Gibson and others). I was de-lighted to see Charles Gibson's sing-along entry in issue #24. I had often wondered if that could be done and if not, why not. Now I know and I'm going to try to follow his example.

George Quellhorst's programs are great (I especially appreciate and enjoy his MUSIC3+, PLAYER and COCOAL programs). Also Stuart Wyss-Gallifent's NIBSHOW. The new CFDM Index is a fine achievement and it will be quite useful to me. CoCo's Forever!



FROM HERE TO ETERNITY

JAMES STERNETT

Please don't ever let me forget to send in my \$30.00 again. Have you ever had the feeling of sitting around and waiting for the mailman to come only to be disappointed when your CFDM doesn't come. Well I have and its not a good feeling. Finally Rick wrote and said "I hope you will resubscribe". Alarms and bells went off. Down to the post office I went with a check and a submission disk. Rick here is my \$30 for another 6 months. Start me with #25. I don't want to miss anything ever again.

I have been busy moving and trying to get the COCO TRADER out. We've settled in our new home and we love it down here. Also the COCO TRADER for Feb. has gone out. The COCO TRADER is now offering to put free ads in for anyone in honor of Ground-hog Day or maybe just because we need all the ads we can get. The COCO TRADER is for all buyers, sellers, and traders of all COCO stuff. It is still a bi-monthly and we just put out our 5th issue. The price is \$6 for a one year subscription. Please write the COCO TRADER, 2861 Easy St., Sevierville, TN 37862. My phone # is 615-428-1220. (Published by Jim Sternett)

On another note, it was almost, (I say almost) worth waiting for the letter from Rick with the great picture of him on it. For those that have never seen him or met him, we did about a year ago.. and if you are ever near Kentucky, call him and stop over and see him. We had a great evening there. Even my non-computer wife had a good time and wants to stop again if we are ever in the neighbor-hood. His whole family makes you feel right at home. Just like CFDM. Thanks to them all.



Letters to the Editor

John A. Lombardo

Rick,

Just wondering if we could see more programs on the disks instead of graphics. Though the art work is impressive I sure would like to see more programs and solitaire type games. If I was a programmer I would gladly submit-however.....

Thanks, John Lombardo

RICK: Thanks for the inquiry John. I am interested in hearing what the Friends would like to see and hope everyone gets enough of their favorite entries. But...Some Friends say more graphics, some say more games, some say more utilities, etc..... Some say I don't like graphics, some say I don't do games, some have no interest in utilities....etc.

The reality of the situation is that I try to include a balance of things and...

We can only publish what we receive!!

Thankfully the quantity and quality has been GREAT in my estimation. Please remember everything you see is CONTRIBUTED (DONATED..GIVEN) for all of us to enjoy. So let's continue to be thankful that so many are still actively producing on the CoCo and willing to share with us!

Love You **HARDCOPY**

Herb Forger

When I joined CFDM with issue 14, I found a "GREAT" replacement for Rainbow magazine. As time went by, and I purchased ALL of the back issues, I felt that I had received a new lease on "COCO" life.

I worked hard to create my own printouts via the "HARDCOPY" program in a format satisfactory to me. But alas, then came "HARDCOPY" (the REAL HARDCOPY) by Arthur S. Hallock with issue #17. BLESS YOU, ARTHUR. You have saved me numerous hours of checking entry sizes to compact each CFDM issue to a minimum of printed pages of Hardcopy.

Your output is CLASSIC! I admire your ability to produce this great supplement. I am also very interested about how you convert from COCO to IBM format (to laser printer). Maybe someday you will share this with the less knowledgeable like me, since I also own an IBM compatible.

My hat is off to you, Arthur, for a fantastic "HARDCOPY". HURRAH, HURRAH!

Herb Forger 88 Dry Hill Rd Norwalk, CT 06851

CFDM HARDCOPY

a disk on paper

Issue #28, May 1994

POTPOURRI

How To Cold Start a COCO 3...

Kenney Trevino

To those CFDM members, who are new to the computer age, and would like to know how to Cold Start or (clear the Basic memory of their color computers), without having to turn them off and then back on again or maybe you have just forgotten the POKE and the EXEC for doing so just type the following:

For the COCO 1: **POKE113,0:EXEC40999** - Press ENTER
For the COCO 2: **POKE113,0:EXEC40999** - Press ENTER
For the COCO 3: **POKE113,0:EXEC35867** - Press ENTER

Stars And Stripes Forever

Roy Atkins

Hi! I am back after a short rest from music transcriptions. My entry this time is one of John Philip Sousa's marches. You will recognize as soon as you here it.

Just type **RUN"STARS"**.

WISH LIST

MICHAEL LEWIS

Well, here I am again with another "program wish" for all you great programmers out there:

Instead of loading up your favorite Word Processor just to look at a text file, how about a simple program that views text files (now here's the catch) with the great screen appearance of "V-TERM", "HOME PUBLISHER" or George Quellhorst's "COCOCAL".

I like the appearance of "V-TERM", but I don't like fumbling with the keyboard just to get the text to stop scrolling off the screen.

I'M NOT DONE YET GUY'S and GAL's

Options that I would like with such a program:

- 1> Show a Directory of .TXT or ASCII files on the disk; and if the file is not on that disk, insert another disk and press "BREAK" or whatever key and view that disk, something like "VUMASTER"...
- 2> As I mentioned before, SCROLLING, how about a screenful of text, and if there's more, press the Spacebar for the next screen and so on. Even up and down arrow keys would be nice.

- 3> Even a text color option would be nice.(but not that important).
 - 4> RAM DISK compatible. (512K)
 - 5> A printer dump with a baud rate option.
 - 6> GOODLUCK !!! , I know, out there, somewhere in the CoCo Family, this Project is just a piece of cake.
- *****

You came though with "COCOCAL" (thanks George Q.)

- 7> If there is a program out there like the one I would like to see done. PLEASE CONTACT ME:

 MICHAEL LEWIS
 1311 SECOND ST.
 MOUNDSVILLE, WV. 26041 - 1430



PROGRAMS OF THE MONTH

DRAWPOKR RGB/CMP Conversion...

Kenney Trevino

Rick: I really did like the program DRAWPOKR.BAS you had in issue 13, but the only problem that I would sometimes have is that I use both types of COCO monitors (RGB & CMP).

At home I use the RGB monitor and when I am at my relatives I use there CMP monitor, but I believe this program was wrote to be used on an RGB monitor because a lot of the colors used did not look good to the CMP monitor, so except for the colors of the cards I took out all the other colors on the screen and left all the writing in the buff (white) so that DRAWPOKR.BAS would look OK on the CMP monitor.

I also re-wrote lines 10 thru 27 so that you will now be able to choose if you would like a speed-up poke or not, plus choose the type of monitor that you are using (RGB or CMP).

Note: that some HPRINT lines that were using HCOLOR1 are now using HCOLOR2, so that DRAWPOKR.BAS can be run on both types of monitors (RGB & CMP).

Line 40 was changed so that you can alter your bet each time you would run DRAWPOKR.BAS.

Line 1410 was changed so that when you would quit the program you would end up in WIDTH80 not WIDTH32 with a buff(white) screen.

And last but not least there has been a cheater's correction made by Allen Curtis to line 780.

I am sending you a copy of DRAWPOKR.CMP to see if you think that it could be worth re-publishing sometime in the future for thoses of us who use a CMP monitor.

Signed: Kenney Trevino



DSJACKET

MICHAEL LEWIS

COCO MAX 3 - REQUIRED

Load up "DSJACKET" in COCO MAX 3. If you "SCROLL PAGE" you will see the outline of a blank disk jacket (DOUBLE PAGE FILE).

You can put whatever info you want in the top half of the disk jacket. (Make sure you don't overwrite into the two flap areas.

This jacket is very versatile, I found that I like to print a blank jacket and then use "MAX-10" to put whatever info about a disk on the jacket that way. You can use the text option in COCO MAX 3 or put a picture on your jacket.

To get a printout of your disk jacket:

- 1> Line up paper so that it will begin printing at the top of paper.
- 2> Make sure "DOUBLE SIZE" is clicked "ON" (CHECK MARK).
- 3> PRINT.

MICHAEL LEWIS
 1311 SECOND ST.
 MOUNDSVILLE, WV.26041-1430



LETTER FORM III (A Project)

Jim Bennett

LETTER FORM III is a program that has a great deal of potential; however, it is not finished. I propose that we work on completing this program as a collaborative effort. I think that this will be an interesting and unique project for CFDM Friends.

The original idea behind LETTER FORM III was to make a program which would simplify letter writing. All you would have to do is type what you wanted to say and the program would automatically set the margins, use correct indentations, and center the text on the page. The program would also enable you to print multiple copies of the letter using a mailmerge feature. This would make the program very useful for newsletters, Christmas letters, and "personalized" direct mail advertising.

The program lends itself readily to modular design. This month's submission has 3 modules: "LF3.BAS" which is the title, "LF3 MAIN.BAS" which is the main routine, and "L\$MAKER.BIN" which is a machine language routine used in typing a letter. As presented here, the program will allow you to type a letter, to save and load letter files to/from disk and to clear the memory. In a future issue of CFDM I will provide the print option routine. This leaves four options to make the program complete. They are:

- "6 - Write/Save addresses" (line 3000 of LF3 MAIN),
 - "7 - Mailmerge" (line 4000),
 - "8 - Print labels" (line 5000), and
 - "9 - Reformat" (line 6000).
- Also, if anyone sees a way to improve/speed-up LF3 MAIN, or has a better print routine, your input is certainly welcome.

I believe that if we work together on this, it can be a lot of fun for those of us who enjoy programming and a real benefit to those Friends who are not really programmers but would have a need for a program such as this.

Give the program a "test spin" and see what you think. Most of the features are intuitive and you shouldn't have any trouble seeing how it works. I will, however, provide instructions with the print option when it appears in CFDM. I leave it to the others who wish to collaborate on this project to provide instructions for the part(s) of the program that they write.

RUN "LF3" to use Letter Form III.



SQUASH TECHNICAL

Stuart T. Wyss-Gallifent

Theory of operation: SQS works examining each line of 160 bytes and saving to disk ONLY the differences between the current line, and the previous one.

To load it, it reads the differences, modifies the previous line, stores it as the new line, and then read the next set of differences. While it is possible that a line would actually be longer in compressed format (lots of differences) Squash keeps an eye on the length of the compressed line. If that exceeds 163 bytes, it is saved as an uncompressed line. Thus the longest SQS file can be ONLY 14 granules long, no matter how complex. For you compression nuts out there, the program uses a variation of the Lempel-Ziv Dictionary Based compression. Each previous line is the dictionary to which the new line is compared.

Remember I said that a complex picture may cause NIB to crash? I lied. Here is a very simple picture that demonstrates the weakness of NIB, followed by an example that demonstrates the weakness of SQS.

Given a black screen, with vertical lines drawn on every other line, from top to bottom:

NIB will crash. Since each nibble is different, it takes up so much memory, it won't work!

SQS will save that screen in 1 granule. This is because each horizontal line is NO different from the previous, therefore there are no changes to store!

Here's the other example:

Given a black screen with horizontal lines, every other line, from left to right.

NIB will save this as 1 granule. SQS will save this as 14 granules, because every line is different from the previous one, and SQS must record all the differences between each line!

I have not found a picture that will not SQS, and the trick screen with the horizontals still saved in 14 grans. (2 less than the uncompressed 16)

A future of SQS? Probably not much. But it was very challenging to write, and it may show up in some of my later programs. If so, I promise to write a SQS to NIB converter, and vice-versa!!!!:

CFDM HARDCOPY

a disk on paper

Issue #28, May 1994

SQUASH pix compression

Stuart T. Wyss-Gallifent

NO! This is not supposed to be a replacement for NIB which was written several years ago by our Chief Friend, RICK COOPER. NIB, as you know, is an m/l program written for the sole purpose of saving HSCREEN2 pictures on disk in a compressed format. NIB is quick and easy to use, and can handle most files.

I would like to share with you my latest m/l programming attempt. It is called SQUASH, and it is also an HSCREEN2 compression system. It works very differently from NIB (I'll explain later), and has its own shortcomings. But since I am trying to learn assembly, I figured I would share my results with you all, just for sake of you seeing my efforts in graphic manipulations. The programs are: SQSMAKER.BAS and .BIN, and SQSREADR.BAS and .BIN That's four programs, plus a Squashed picture file called ELVIS.SQS (Yes, our old dead friend).

To view ELVIS.SQS, run SQSREADR.BAS. Enter the source drive (Where ELVIS is) and the name (ELVIS) The picture will load. Notice the picture is only -5- granules, instead of 16 if it were uncompressed.

If you wish to save a picture in Squashed format, you would have the picture in memory (same procedure as NIB), then run SQSMAKER.BAS. Enter the destinat. drive (where the picture will go) and the name. A picture may take anywhere from 5 to 25 seconds to compress, depending on its complexity.

PROS of SQUASH: My system does NOT alter the Hscreen as it compresses, unlike NIB. The file is directly outputted to the disk. My system reads the file off the disk and places it onto the Hscreen as it reads it. You watch the picture being loaded, kind of like CM3>NIB.

CONS of SQUASH: Some files take up more space if you squash them than if you NIB them:

EG: ELVIS is 4 grans with NIB, 5 with SQS
GIMECHIP is 3 with NIB, 6 with SQS
SEA is 7 with NIB, 11 with SQS

Oops, another pro: A SQS file CAN be 14 or 15 grans long if necessary, unlike NIB which can only be up to 9 or 10. A VERY complex picture might not NIB, but it WILL squash, although it will be quite large.

Please read SQUASH TECHNICAL for more info.

Wide Screen Disk Menu (M.BAS)

Dave Otis

Wide Screen Disk Menu is a program I wrote, basing it in part on Bill Bonnell's similar program for the CoCo 2. RUN "M.BAS". When the date prompt appears, you can put any disk in the drive, then type the date (MM/DD/YY) and <ENTER>. The program displays the disk directory, sorted in alphabetical order, using Bill Barden's ML sort routine from the June 1982 TRS-80 Microcomputer News, in four columns on one page. One of the useful features is the Back- up command. It backs up the disk's directory track by copying it to Gran 68. If you back it up every time you save

a new file to the disk, Gran 68 will always have a copy of the directory. If someday you get an I/O error or can't load a program, load M.BAS from another disk, insert the disk you think may be damaged, and you can restore the directory to Track 17 from the copy in Gran 68. This feature has saved me from disaster several times. It was taken from Bill Bonnell's Full Screen Disk Directory program (November 1985 Hot CoCo). Other features include Copy (copy any file to another disk), Display (read and display on screen any ASCII file), Input (change the current Drive number and read the disk in that drive), Kill (any file), Load (any BASIC program), Name (rename any file), Print (print a hardcopy of the directory in four columns or, with the Label Format option, in two columns for use on labels, to stick on the disk sleeve), Read (read the disk directory again - after inserting another disk), Sort (re-sort the directory - useful after re-naming a file), Title (give the disk a title of up to 35 characters, which is saved to the disk on an unused part of Track 17. When each disk is inserted in the drive and read by M.BAS, its Title and the date the disk was named are displayed on top of the screen), eXecute (RUNs any BASIC program or Executes a Machine Language program). There are two exit commands: Exit (which leaves the program still in memory) or Quit (which exits to the copyright notice).

The program is on the program side of the disk. RUN "M.BAS".

A text file DISKMENU.TXT gives more complete information, including guidance on configuring the program for other printers. Use a word processor to read and/or print out the file. Hope you like it!

REVIEWS

BATTERY BACKUP SYSTEM

Jim Mills

It was a wet summer here in the midwest, as you all must know from the newscasts. Along with all that rain, numerous thunderstorms swept through the area.

On top of that, I live in a rural area; and the reliability of the electricity isn't that good to begin with. I found out the hard way that I needed to have a battery backup system. One particular weekend I lost seven hours of work—four hours one day and three hours the next. There was no warning of the power outage, no thunder or lightning. The power blinked and everything was gone, leaving me staring at the green sign-on screen in disbelief. After the second time, and after I recovered from the slow burn that had enveloped me, I resolved to find something to remedy this problem. I found the answer in a J&R Music World catalog: The TrippLite BC-250 Battery Backup System. The unit is about the size of a disk drive and encased in high impact plastic very nearly the same color as the CoCo. It has two lights on the front: a green one to tell you the power is on and an amber one that flashes when the power is off and the battery operation has taken over. The unit is designed to keep your system up and running by transferring the power in a quick 2 milliseconds, synchronized, so your computer does not even notice.

The unit also suppresses surges in the power, and if the power

drops from the normal 120 VAC to 103 VAC, the unit kicks in within 2 nanoseconds and stays on until the power is back up to 120 VAC. This model puts out 250 watts for a period of about 18 minutes—plenty of time to download your work and safely shut down your system. I paid \$90 for this unit; but I see in a recent catalog from J&R the price has gone up. It is now listed at \$120. The TrippLite company has a full line of these types of products, and I'm sure they would be happy to send you their brochure listing the products and prices. Here's the address:

TrippLite
500 N. Orleans
Chicago, IL 60610-4188

I didn't have the courage to test this unit by just pulling the plug while the CoCo was in operation; but not to worry, my unreliable electricity tested it for me. The unit came through with flying colors and my little CoCo kept right on computing merrily away.

THE COCO II EMULATOR

RICK COOPER

I recently received a copy of Jeff Vavasour's CoCo II Emulator for the IBM PC. This program is designed to make a PC imitate a genuine CoCo II with 64K and four disk drives. The documentation says that it has also been tested successfully with the Dragon 32 with 16K ROM.

The program requires EGA graphics and 256K RAM. It is recommended that a 286 with at least 12 MHz be used. A faster processor is necessary to get the operating speed of the real CoCo II. I tested the emulator with a 386 and a 486 DX2 66MHz. Of course the faster machine allows you to run faster than the CoCo II. A slowdown option is provided for those with faster machines. (Note: You'll also need one 5 1/4 drive on your PC.)

The program is freeware, though copyright remains with the author. You may get a copy from RICK'S COMPUTER ENTERPRISE for \$5.

Although I did experience machine lockup on occasion I found it exciting to see CoCo programs actually run on the PC. I found no problem running BASIC programs. The CoCo II version of my RAINBOW INDEXES executed magnificently, especially at the higher speeds. (It ran much faster.)

Programs that did not work were CoCo Max and the protected early text-adventures of the SUND OG SYSTEM collection. Whether alterations can be found to run these programs in the future, I do not know.

Some of the features of the emulator are:

- a RETRIEVE command which allows you to copy entire CoCo disks to the PC hard drive. The format of the copy is to make a file called a virtual disk. Then you load these virtual disks in your emulator disk drives and access them just like your CoCo drives.

- a DSKINI command which allows you to copy virtual disks from the PC hard drive to a CoCo disk. It formats the diskette and copies in one pass. This process takes less than 50 seconds on my machine.

- function keys on the PC are used to get pop-up menus for disk access and other options.
- The F1 key activates the 6809 debugger.
- The F2 key activates the virtual disk menu. From here you can load any of the virtual disk files. Also, drives may be "write protected".
- The F3 key takes a "snapshot" of the entire state of the emulator. Using this feature enables you to save a program or game-in-play. You can later retrieve the "snapshot" and continue where you left off.
- The F4 key toggles the sound on and off.
- The F5 key allows you to change the keyboard layout between PC and Coco.
- The F6 key activates the Options Menu. At this menu you can speed up or slow down the emulator. Changing character sets (normal/inverse), moving to other menus, customizing joystick action, and activating "artifacting" are some of the features of this menu.

In the documentation for the emulator, you'll find how to copy program paks (ROM paks) for using with the emulator. There's also a tutorial on how to make a PC/CoCo connector cable.

Other interesting programs which accompany the emulator are a "PORT" program and a "VMAX" program. Use "PORT" to move files to and from the virtual disks and PC directories. "VMAX" allows you to view "COCOMAX" pictures.

The documentation for The CoCo Emulator is most useful and should be dumped to paper and read before using the emulator. The many aspects of this program could fill many pages...but the 15 or so pages are very nearly sufficient.

I highly recommend The CoCo Emulator to all who own a PC with the above characteristics. I also believe this program and the potential for a CoCo 3 version bodes well for the future of the CoCo. P

War Monger

Magpye and Hugo

Hello everyone.

I'd like to talk about War Monger, an excellent war game originally released by Sundog Systems, now carried by RCE at a great price (thanks Rick!).

If you are a fan of battle strategy, this is the game for you. Two armies (battalions, squads etc.) fight in any kind of scenario you want.

The game comes with six pre-programmed scenarios that range from easy to very complex. These are great learning tools as you will soon begin editing the many icon and terrain graphics to copy your favorite board games or even dreaming up your own wars. Editing the graphics is easy. Icons are provided to represent troops, artillery, ships, tanks, cowboy and indians, robots, space-ships and variants of each. You can change the color and shape of any piece you want or custom draw them if you want. Terrain icons show cities, bridges, roads, hills, mountains and more. These icons too can be changed to your needs.

After all that, edit the armies abilities. Change the strength, firepower and other attributes and if you are setting up the computer's army, you can even tell it how to attack.

Use the edited terrain icons to set up your map. This way you can modify the movement and defense tables.

The game itself is played on a split screen. The top half shows the map and the bottom shows troop info and options. This whole screen has it all. It looks great and is well laid out, so it's easy to understand. All options of a standard wargame are here, plus a few like having the computer finish the game for you!

The game is played in 6 phases. Observation, fire, and movement for each army. Following this pattern until either an army is wiped out or they lost all their flags is how the game is won.

This is a very detailed war game and I have only brushed the surface here. I have played many games of this type, both on computers and on gameboards, and I have to say this one ranks right up there among the best.

If you like strategy, then I say give this game a shot. It's easy to learn, easy to use and quite fulfilling.

Coco Onward!



QUESTIONS & ANSWERS

A COCOMAX 3 DRIVER FOR NX-2420

PAUL WOLF

Dear Rick,

Thanks for your speedy reply to my problem with Terry Simon's NX-2420 driver for CoCoMax III. I appreciate your offer to put it out to the community via CFDM.

However, I am happy to say that I located my problem and would like to ask you to send the answer out on CFDM so that anyone else who has the problem will not go through the difficult time that I did to make it work.

The following steps should be taken to use any of Terry's drivers with CoCoMax III.

1. LOADM the name of the driver you wish to use from Terry's PR-5 disk.
2. SAVEM the name of the driver to your CoCoMax disk.
3. LOAD the CONFIG program.
4. Change line 187 to read - PRINT:PRINT "9) YOUR DRIVER NAME"
5. Change line 307 to read - A\$="YOUR DRIVER NAME":GOTO 310
6. RUN the CONFIG program, selecting number 9 as your printer selection.
7. To RUN the program simply RUN "CM3".

If you want to use Terry's BOOT1 start-up program change line 760 in the CONFIG program to read - OPEN "O", #1, "BOOT1/"

BAS", SAVE it, and then RUN the CONFIG program.

Sometimes, Rick, the answer is right under my nose and I just can't see it.

Paul L. Wolf
570 Black Rock Road
Hanover, PA 17331

RICK: Thanks for sharing your knowledge Paul! And.I can certainly understand your last statement! □

into TELEWRITER but now she's having trouble getting TELEWRITER to print them out as they appear on the screen.

If someone out there is familiar with TELEWRITER, would you please give Lorene some assistance. She is nearly frantic after spending a great deal of time preparing her text.

Lorene Taylor
P.O. 243
Hoxie, AR 72433
Tel: 501 886-2284 □

A Question and an Invitation

Magpye and Hugo

Hello everyone.

First the question: Does anyone know the name of the owner of Ark Royal Games? It was a game company based here in the Jacksonville, FL. area years ago. I am trying to locate this person to chat about our PD software ideas. Calling the number (local for me) listed in old Rainbows puts me in touch with two bubbly young ladies now.

Now the invitation: Anyone interested in war games/ strategy games and has Warmonger or WarGame Designer (both Great games AND both at Great deals from RCE!) then I invite you to have a war with me. Through the mail we could hash out scenerios and rules of engagment, set up our icons and have at it! Just let me know. Magpye and Hugo
115 Ursa St. Orange Park, FL 32073 □

GREAT RESPONSES!!!

GODFREY J. MOLL

I want to acknowledge the GREAT RESPONSES that I received to my request for HELP with my BRAIN DEAD CoCo3!
The day I received ISSUE #26 I also received a phone call from JOHN PENDELTON in Independence, MO with some suggestions as to what may be wrong with my CoCo.
On the 21st I received a letter from a BRAIN SURGEON in Chebanse, IL — BARRY MILLER — with his ideas as to what I might try during my SURGERY on the sick CoCo — that was to check the seating of the 512K Board. Unfortunately I'm equipped with all THUMBS, but was able to do that procedure with no noticable improvement in the patient.
I'll keep you posted, if I find a way to cure the problem. Godfrey □

HELP WITH TELEWRITER 64 FILES

LORENE TAYLOR

(This entry originated with a phone call to Rick.) □

Lorene desires to make a cookbook. She has typed all her recipes

Misc. Qs & an A

Roy L. Putlack

Have many questions, but first an answer. Just read #26. Someone asked about the sequence for turning on the computer etc. I have everything (comp., monitor, 2 flop. dr., hard dr. & pwr. supply, & printer) on a power strip. I turn on the power strip. Everything goes on at the same time. Have done it this way for years. No smoke so far. (see P.S. at end)

Q#1- Recently heard a news item about video tape life. The report said video tape has a life of 15 years, and suggested copying your 10 year old tapes on to fresh tape before they deteriorate. Floppy disks are a magnetic media. What is the life expectancy of a floppy disk?

Q#2- The year 2000 will be upon us soon. Most RS DOS s/w doesn't care about Date/Time but if you are an OS-9er it is important. I recently booted OS-9 and typed 99/12/31 23:59:45 for the date & time. After awhile I did a date t and found it was Jan 1, 19100. The clock added a few hundred centurys instead of 1 year. Is there a patch to handle this?

Q#3- My favorite word processor is Word Power 3.2. I have had the 3.3 upgrade for some time and decided to try it but found the file "GRAB.BAS" gave me the infamous ?IO ERROR. Can some friend send me a copy of that file? I'll take an LLIST and key it in.

Q#4- A long time ago in a magazine no longer heard from, Tony DiStefano wrote a series of articles on building an EPROM burner. Has a friend built one? How does it work? Please write a review.

Thanks,

R. Putlack - 27W370 Geneva L57 - W. Chgo, IL 60185

P.S. The reason Tandy suggested a power up sequence is because when equipment is turned on or off it will generate voltage spikes. These spikes can destroy a piece of equipment already on. The suggested sequence was computer on last and off first. The computer was the most expensive component in the system at one time, but may no longer be the case. A surge protector is recommended. I have my powerstrip plugged into one to protect my system from the frig and other household appliances. * the end *

Reply: To Auto Key Repeat...

Kenney Trevino

To: Jim Grogan

You will find the answer to your question about what is the poke for the automatic key repeat at the beginning of Ricks: "C.BAS" program if you are using an ADOS disk controller or you are running the ADOS program from a disk after power-up, I do not know the line number of his original "C.BAS" program because I have renumbered this program for my own use but I can tell you the poke that he uses outside the "C.BAS" program will not work on my RSDOS COCO 3 because I have tried to see if I could use it outside the "C.BAS" program myself...

His poke is as follows: POKE &H7E,1

Rick: if I am wrong please let us COCO'ist know because I am sure that there are more of us out there that would like to know the poke for the auto-repeat key under RSDOS.

Signed:
Kenney Trevino
1146 W. Lynwood St.
Phoenix, Arizona 85007-1917

RICK: Kenney the poke you mentioned is used only by the "C.BAS" program. To use a repeat key in the standard RS Dos environment would require a patch program to be loaded and executed every time you boot your CoCo. I don't have such a routine.

Reply: To MULTI-PAK Up-Grade...

Kenney Trevino

To: Mario Lecours

If you are using a COCO 3 that has been Up-Graded to 512K, then the Multi-Pak that you bought used will also have to be Up-Graded for use with that COCO 3.

If you have not yet Up-Graded you COCO 3 to 512K and it's still at 128K, then you can still use the Multi-Pak that you have bought used without any hardware or software interruption, except for some software graphics display color confusion.

I have found out that the only piece of software that will not work on my COCO 3 at 512K is a program by NOVASOFT a Tom Mix company called VAGAS GAME PAK because the program has an autoexec written into it and when I try to use it the COCO will Lock-Up when I try to load the program.

The only piece of hardware that will not work on my COCO 3 at either 128K or 512K is the EDTASM+ Rom-Pak version. The disk version will work just fine.

As for trying to use a Multi-Pak after it has been Up-Graded for use with a COCO 3 at 512K and, then trying to see if the Multi-Pak will work on a COCO 2 or not, this I cannot answer because I have never tried to see if I could exchange my Multi-Pak that has

been Up-Graded for my COCO 3 on a COCO 2 at 16K or 64K. I would expect the Multi-Pak to work on a COCO 2 so long as it were not Up-Graded. Since you had bought the Multi-Pak in question used I would hope that it is in good working condition, because if you do not believe it is then I would either repair the Multi-Pak myself or have it repaired before I would connect it to my COCO 3 to be sure that it is in good working order. GOOD LUCK MARIO.

Signed:
Kenney Trevino
1146 W. Lynwood St.
Phoenix, Arizona 85007-1917

Submission Entries

Herb Forger

Rick, does it give you, as the editor, grief if our submission entries are at other than the standard 600 baud rate? I have modified my working copy of C. BAS on my Submission Template to 9600 baud so that I can print out a copy of the submission without having to POKE in the baud rate for my printer, (although C.BAS on the disk that you are looking at has NOT been altered.) If your answer is YES, I can easily revert back to 600 baud.

Herb Forger 88 Dry Hill Rd, Norwalk, Ct 06851

RICK: Herb it doesn't matter what your baud rate is set at when saving or loading entries. This would only be a (slight) problem if I tried to print them from your disk and didn't check the baud rate in "C.BAS" first. I rarely print entries from submission disks, so I see no problem.

TO LOGAN BLECKLEY

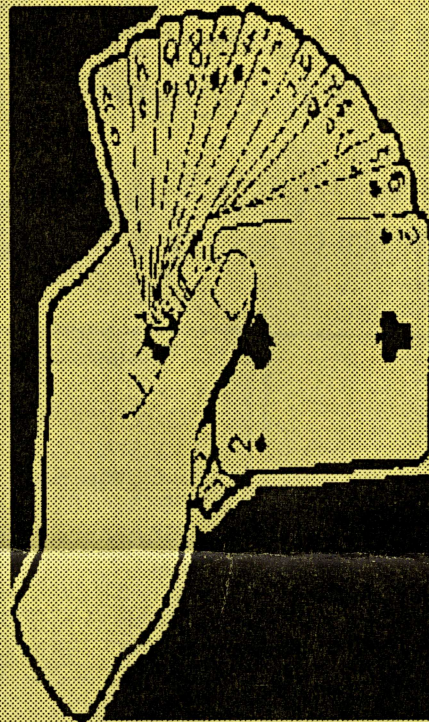
Perry Friesen

In issue #23 of CFDM you asked in which issue of THE RAINBOW ran a basic windows program. I believe the feature article you are after is on page 100 of March '89. It's entitled "CoCo Does Windows and a Whole Lot More" by Tony Zamora. It is a basic shell of routines which can be used to create your own pull-down menu and point and click programs. You simply enter your programs menu choices in data statements and the program does the rest. I did key in the program and use it quite a lot. In fact I liked it so much I took Tony's idea and wrote a similar program to work under GrafExpress 2.0 which is dozens of times faster (see Jim Bennett's review in #23). Requirements are: 512K and GrafExpress. If interested please send \$4.00 to cover my costs to the following address:

PERRY FRIESEN
Box 1743
High Level, AB.
T0H 1Z0

GrafExpress is available from Rick's. It is an awesome program and worth much more than the going price. Also if there is enough interest in programs running under GrafExpress please say so and I will submit them to CFDM.

Play your cards right!



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